

Amendments to the Claims:

This listing of the claims replaces the listings of the claims in the present patent application:

Listing of Claims:

1. **(Original)** A method of playing an interactive bingo game, comprising:
 - initiating a game session;
 - providing a player a bingo card having a plurality of integers configured in a grid pattern;
 - performing a plurality of game events wherein each game event comprises having said interactive game draw at least one bingo number from a set of bingo numbers;
 - performing a plurality of chargeable actions wherein each chargeable action comprises charging a player a quantity of credits for each of said game events, said quantity of credits is determined by said player; and
 - awarding said player one or more prizes according to a dynamic payable that depends on a plurality of dynamic variables that are modified during said game session, said dynamic payable comprising,
 - a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,
 - a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern.
2. **(Original)** The method of claim 1 further comprising permitting said player to terminate said game session after each game event.
3. **(Original)** The method of claim 2 further comprising permitting said player to use player skill in deciding whether to terminate said game session.

4. (Original) The method of claim 3 further comprising providing said player a plurality of bingo cards.

5. (Original) The method of claim 4 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

6. (Original) The method of claim 4 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

7. (Original) The method of claim 4 wherein said plurality of bingo patterns includes a blackout bingo pattern.

8. (Original) The method of claim 4 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.

9. (Original) The method of claim 4 wherein said plurality of dynamic variables comprises a quantity of player credits wagered for each chargeable action.

10. (Original) The method of claim 4 wherein said determining of said plurality of prize credits to award for each of said plurality of bingo patterns is based on an allocation variable which is associated with said dynamic variable.

11. (Currently Amended) The method of claim 1 further comprising networking a plurality of [[said]] interactive games.

12. (Original) An interactive bingo gaming system, comprising:

- a player interface configured to display at least one bingo card and configured to display said interactive bingo gaming system drawing at least one bingo number from a set of bingo numbers;

- a credit meter configured to record charging a player one or more credits for initiating a game session, said game session comprising,

- performing a plurality of game events wherein each game event comprises having said interactive game draw said at least one bingo number from said set of bingo numbers,

- performing a plurality of chargeable actions wherein each chargeable action comprises a player quantity of credits for each of said game events, said quantity of credits is determined by said player;

- a dynamic paytable that depends on a plurality of dynamic variables that are modified during said game session, said dynamic paytable comprising,

- a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

- a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern;

- a prize meter which is incremented each time said threshold event occurs;

and

- a termination button that permits said player to terminate said game session after each game event.

13. (Original) The system of claim 11 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

14. (Original) The system of claim 11 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

15. (Original) The system of claim 11 wherein said plurality of bingo patterns includes a blackout bingo pattern.

16. (Original) The system of claim 11 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.

17. (Original) The system of claim 11 wherein said plurality of dynamic variables comprises said player credits wagered for each chargeable action.

18. (Original) The system of claim 11 wherein said plurality of dynamic variables comprises an allocation variable that determines said plurality of prize credits to award for each of said bingo patterns.

19. (Original) The system of claim 12 further comprising a network interface card communicatively coupled to said processor, said network interface card permits said interactive gaming system to communicate with another networked device.

- 20. (Original)** A method of operating an interactive bingo game, comprising:
- initiating a game session;
 - charging a player for initiating said game session;
 - providing said player with a bingo card having a plurality of integers configured in a grid pattern;
 - performing a plurality of game events wherein each game event comprises having said interactive game draw at least one bingo number from a set of bingo numbers;
 - awarding said player one or more prizes according to a dynamic payable that depends on a plurality of dynamic variables that are modified during said game session, said dynamic payable comprising,
 - a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,
 - a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prizes credits awarded for each subsequent bingo pattern; and
 - permitting said player to terminate said game session after each game event.
- 21. (Original)** The method of claim 20 further comprising permitting said player to use player skill in deciding whether to terminate said game session.
- 22. (Original)** The method of claim 21 further comprising providing said player a plurality of bingo cards.
- 23. (Original)** The method of claim 22 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.
- 24. (Original)** The method of claim 22 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

25. (Original) The method of claim 22 wherein said plurality of bingo patterns includes a blackout bingo pattern.

26. (Original) The method of claim 22 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.

27. (Original) The method of claim 22 wherein said determining of said plurality of prize credits to award for each of said plurality of bingo patterns is based on an allocation variable which is associated with said dynamic variable.

28. (Currently Amended) The method of claim 20 further comprising networking a plurality of [[said]] interactive games.

29. (Original) An interactive bingo gaming system, comprising:

- a player interface configured to display at least one bingo card and configured to display said interactive bingo gaming system drawing at least one bingo number from a set of bingo numbers;

- a credit meter configured to record charging a player one or more credits for initiating a game session, said game session comprising,

- charging said player for initiating said game session,

- performing a plurality of game events wherein each game event comprises having said interactive game draw said at least one bingo number from said set of bingo numbers,

- a dynamic payable that depends on a plurality of dynamic variables that are modified during said game session, said dynamic payable comprising,

- a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

- a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern;

- a prize meter configured to be incremented each time said threshold event occurs; and

- a termination button that permits said player to terminate said game session after each game event.

30. (Original) The system of claim 29 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

31. (Original) The system of claim 29 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

32. (Original) The system of claim 29 wherein said plurality of bingo patterns includes a blackout bingo pattern.

33. (Original) The system of claim 29 wherein said plurality of dynamic variables comprises a quantity of drawn bingo numbers.

34. (Original) The system of claim 29 wherein said determining of said plurality of prize credits to award for each of said plurality of bingo patterns is based on an allocation variable which is associated with said dynamic variable.

35. (Original) The system of claim 29 further comprising a network interface card communicatively coupled to said processor, said network interface configured to permit said interactive gaming system to communicate with another networked device.